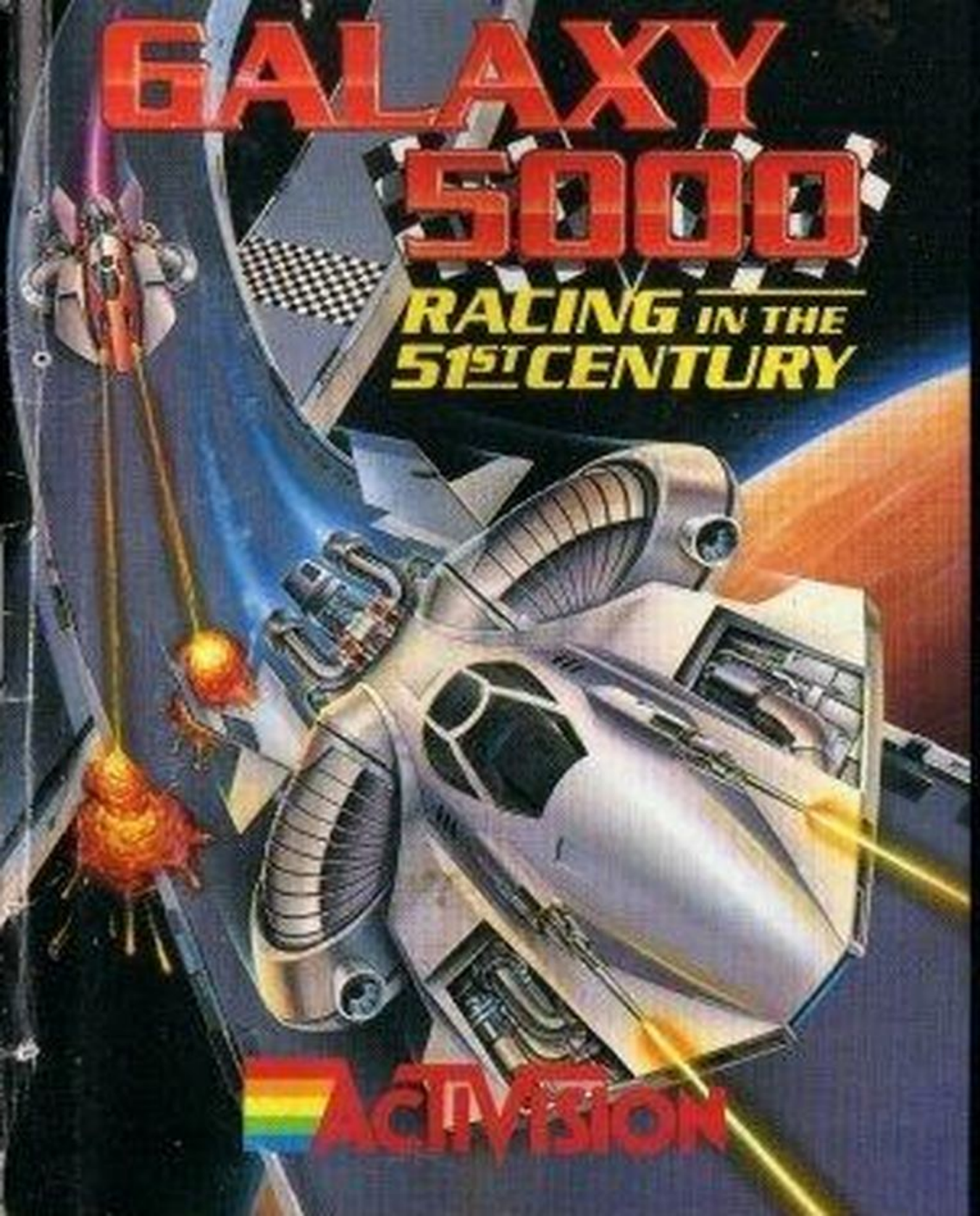
GALAXY 5000

RACING IN THE 51ST CENTURY



ACTIVISION

NES-Y5-USA

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Player's Guide

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Galaxy 5000™

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The Story

You're tough, smart, and hungry for fame. You live for speed and danger—*you live for the race!*

In the 51st century, armored turbocraft racing is just the thing for a kid with a mean streak. You'll start out in the minor leagues of Mercury, but if you're good, you'll move up. If you're good and *lucky*, you might race against the best in the Solar System on the icy wastes surrounding Pluto.

In turbocraft racing, beating the clock is the bottom line. If you don't finish in time, it's *over*. To race quickly, you need to exploit the track layout—find the shortcuts, knock out the defenses, make the tough jumps.

To win later races, you need an edge. Beating the competition provides that edge by earning you the prize money needed to repair your turbocraft and obtain better racing equipment. But watch out—competitors get better equipment, too, making them tougher and tougher in later races. So strap on your helmet, and get ready for the *ultimate racing thrill!!!*

Getting Started

1. With your game system and TV or monitor off, insert the *Galaxy 5000* cartridge into your Nintendo Entertainment System, as described in your owner's guide.
2. Turn on your game system and TV or monitor. Press **Start**.
3. At the selection screen, press either the up or down arrow keys on the ✣ pad to choose a 1- or 2-player game. Press **Start** or **A**. Now use up and down arrows to select your control type (see **Alpha** and **Beta** controls below). Press **Start** or **A** again to begin the game.

Your Choice of Races

When you begin the game, you have a choice of two racing modes—

1 Player—you against three computer-controlled craft.

2 Player —you and a friend against two computer-controlled craft in the races of Mercury.

1-Player Racing

You're also racing against the clock. If you come within 10 seconds of running out of time, the track starts to disintegrate beneath you—but if you're lucky you can make a last-ditch leap to the finish.

There are nine planets in the solar system, with four races on each planet, and four laps per race. Each planet has different gravity. Each race on each planet offers more hazards and rewards than the one before.

You must cross the finish line to count a lap.

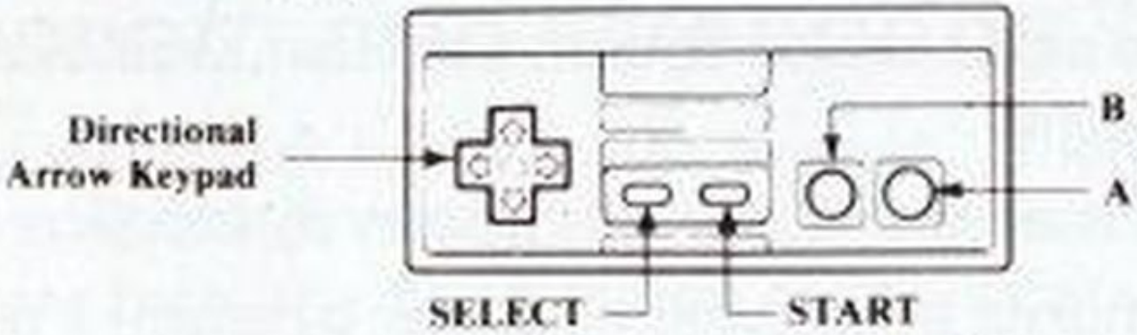
As you win cash with your racing, you can purchase better, faster turbocraft.

2-Player Racing

Selecting a 2-player game allows dual competition on the four races of Mercury. When one player gains a screen's length advantage, he earns a point bonus, the trailing racer is brought forward, and the race continues. A player wins by earning the

most money over four races. In all other respects, 2-player racing is the same as 1-player racing.

Controls



There are two ways to control your turbocraft—

Alpha: the ✣ pad controls the movement as you see it on the screen.

up moves the turbocraft higher on the screen.

down moves it lower on the screen.

right moves it to the right on the screen.

left moves the turbocraft to the left on the screen.

Beta: the ✣ pad controls the movement as if you were using a steering wheel.

up accelerates the turbocraft, whatever direction it's facing.

down slows the turbocraft's motion, whatever direction it's facing.

right makes a right turn, whatever direction it's facing.

left makes a left turn, whatever direction it's facing.

The **A** button causes the turbocraft to jump.

The **B** button causes the turbocraft to fire its weapon(s).

TURRETS

ZIPPERS

RAMPS

The **Start** button starts the game and selects between the turbocraft's weapons during the race.

The **Select** button pauses the game.

Turbocraft and Weapons

Each type of turbocraft has a built-in weapon. There is also an extra weapon, available for capture during the later races. Once you have both, the **Start** button chooses between the two. An icon of the chosen weapon will then flash above your car. No weapons will fire during the first ten seconds of the race.

There are five turbocraft models:

Tomahawk— a jammin' craft to start you down the warpath!

Standard Weapon: Rapid-burst machine gun.

Special weapon: Batter bombs

Crusher— this dude is crude and rude...a real bruiser!

Standard weapon: Fireballs

Special weapon: Bolo bombs

Phantom— a fast and deadly stalker of the spaceways!

Standard weapon: Laser

Special weapon: Mortar bomb

Scorpion— a futuristic predator that cuts a mean path!

Standard weapon: Guided missiles

Special Weapon: Terminators

Stiletto— hands down, the ultimate speed machine!

Standard weapon: Plasma bomb

Special weapon: Sidewinders

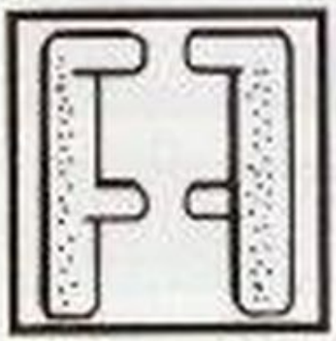
Press **B** to fire your weapons at other turbocraft and obstacles. Turbocraft are harder to destroy than obstacles, but you gain points for each thing you obliterate. Careful, though—some of them are firing at you!

You fire in the direction of your turbocraft's movement. When enemies are behind you, you can also fire backwards:

To fire backwards while using **Alpha** controls, release the ✣ pad while pressing the **B** button.

When using **Beta** Controls, hold down the **B** button, then press the ✣ pad down (when holding down the **B** button, your turbocraft doesn't lose speed).

LASER GATE



BLACK HOLES

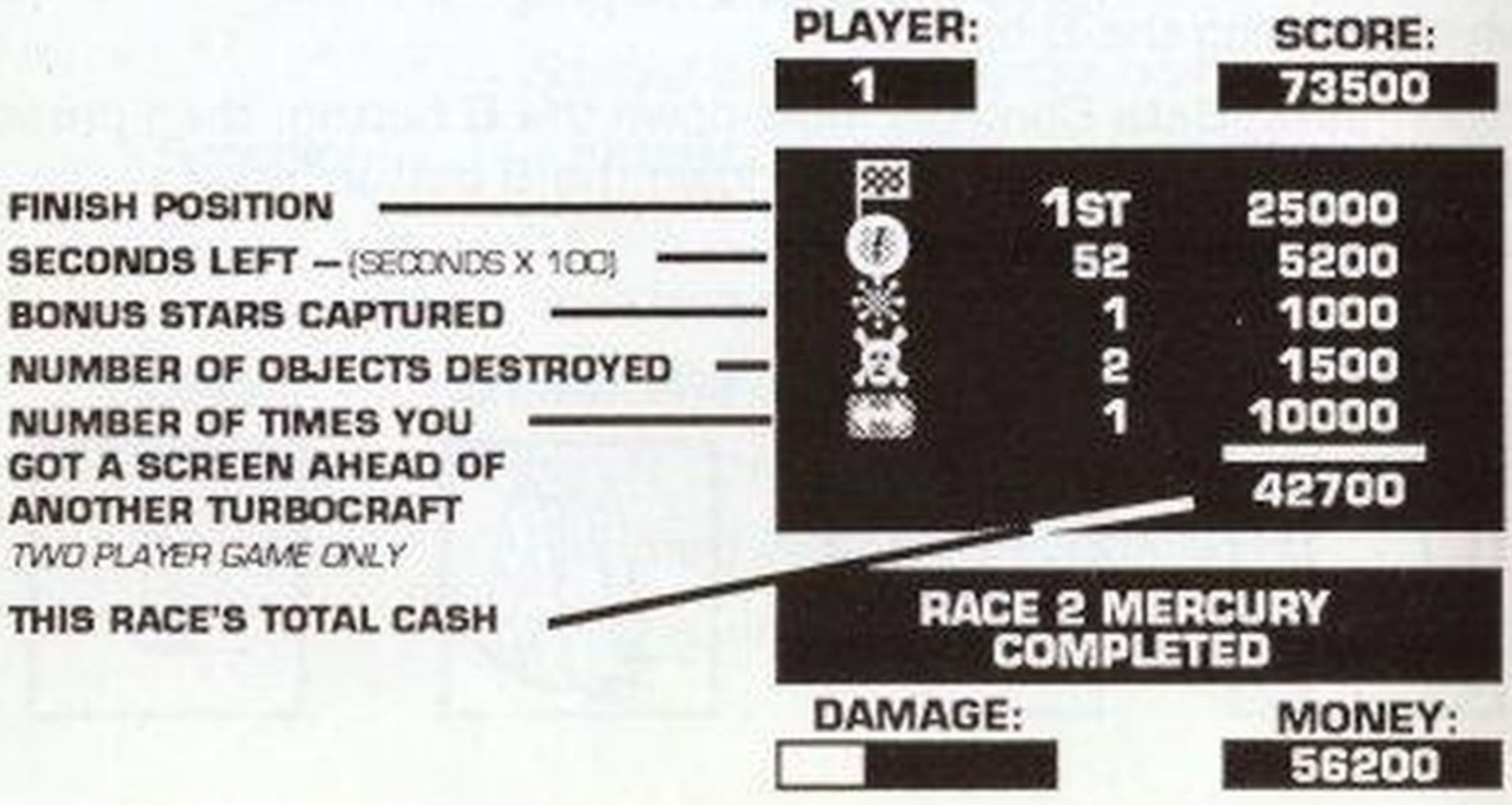
STALAGMITES

SPIKES

Turbocraft flash when damaged, and flash rapidly when heavily damaged. If your turbocraft is destroyed during a race, you revert to the next lower type of craft.

The Race Summary

After each race, there's a summary of your outcome—



Your total earnings for all races are shown as your **score** at the top right. Your current cash on hand (for making repairs and buying new craft) is shown on the bottom right. At the bottom left is the amount of damage you've taken.

When you're ready, press **A** to move to the Damage Repair Screen.

Damage Repair

You can use your cash to repair the damage to your current turbocraft by pressing the ✣ key to the left (both your cash and your damage decrease).

If you change your mind or spend too much, pressing the ✣ key to the right moves you back toward the credit and damage totals you started with.

As you make your repair decision, the price of the next turbocraft available to you is shown below your current turbocraft. If you have enough money, you automatically purchase the next craft.

When you buy a new turbocraft, any others you currently have are kept in reserve (so if you lose, say, your Crusher, you can attempt to complete the race in your Tomahawk). Be careful, though—**if you don't repair the damage to your previous turbocraft, it will still be damaged when you use it again.**

When you've done what you want to do, press **A**.

BAZOOKA BOMBER

LIGHTNING RODS

LASER CANNON

Bonuses

Bonus Stars—Drive over Bonus Stars to pick them up. There are three kinds—

Money Stars (Green)—Add to your money.

Weapon Stars (Blue)—Give you your special weapon. A second Weapon Star gives you Rapid Fire until you're severely damaged.

Repair Stars (Red)—Help repair your turbocraft.

Continues—Continues are awarded for successfully completing all four races on any planet (one Continue per planet). If a Continue is available when the game ends, you have the option of using it. Once you use a Continue, you can't earn any more Continues. If Continue is selected you'll be placed on the first race of the planet where you died, with the crafts you had when you started the planet's races.

Invisible Roads—The only way to find these roads is to risk driving out into space. As your craft passes over the road it will magically appear beneath you.

Warps & Bonus Levels— Keep your eyes peeled for hidden fun.

Hints

- The **Beta** controls are harder to get the hang of at first, but easier to use once you master them.
- Use the jump (the **A** button) to get out of any tight spots.
- Cut corners by jumping through space.
- Destroy everything. It's a great way to get extra cash and uncover secrets.
- You can control your car while it's in the air.
- The riskiest stunts can give the greatest rewards.
- Try repairing your old craft before buying a new one—you never know when you'll need it again.

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- your name and return address, and
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RETURNS

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1. Send the cartridge and the manual in the original pack aging, if available, or other protective packaging.
2. Enclose a photocopy of your dated sales receipt.
3. Enclose your name and return address, typed or printed clearly, *inside* the package.
4. Enclose a brief note describing the problem(s) you have encountered with the software.
5. Write the name of the product and the brand and model name of your game system on the *front* of the package.

Send to:

WARRANTY REPLACEMENTS
Activision
P.O. Box 3047
Menlo Park, CA 94025

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio - TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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